

Scorer and Timer Responsibilities

Scorer (Home Team @ Table or in direct communication with Table)

- 1) Record starting players in scorebook – **10 minutes** prior to game start
- 2) Have roster with names and numbers for both teams prior to game start
 - a) Make sure numbers correspond with players on field
- 3) Record who scored goal
- 4) Display visible score
- 5) Notify umpire of 10 goal differential (*Varsity ONLY*)
- 6) Record substitutions
 - a) Do not allow a player to enter the game who is not recorded in book or has an incorrect number listed
 - b) Tell official on next stoppage of play of illegal substitution
- 7) Record Cards and time of each [player #; time received --- 19:52; time may return --- 16:52]
 - a) Players must sit out 3 minutes in team bench area
 - i) **No** substitution for that player. Substitutions for other players are OK.
 - ii) Team plays short for 3 min per each carded player
 - iii) Do not allow offending player to re-enter the game prior to end of **warning** [Yellow card]
 - (a) Sub or offending player may enter after 3 minutes
 - (b) Tell official on next stoppage of play if player enters too soon.
 - iv) Do not allow offending player to re-enter the game after a **suspension** [2 Yellow cards]
 - (a) Sub may enter after 3 minutes
 - (b) Tell official on next stoppage of play if player enters too soon.
 - v) Do not allow offending player to re-enter the game after an ejection [Red Card]
 - (a) Sub may enter after 3 minutes
 - (b) Tell official on next stoppage of play if player enters too soon.
- 8) Notify umpire of 2nd card on any player
- 9) Notify umpire when a team reaches their third card [excluding Green cards]
- 10) Record Team Time Outs (Two per team)

Timer (Home Team @ Table or in direct communication with Table)

- 1) Start clock on official's whistle and/or arm signal
 - a. On draws
 - b. During restarts in last 2 minutes of each half
 - c. On restarts after an official's time out
- 2) Stop clock on official's whistle and/or arm signal
 - a. After goals – unless there is a 10 or more goal differential
 - b. During last 2 minutes of each half- always. Does not change due to score or playing level
 - c. On official's signal for time out
- 3) Time player suspension period - Use time recorded in book --- Begin time=19:52/End time =16:52
- 4) Notify coach when player 3 minute penalty is over
- 5) Notify official of requests for timeout (during dead ball)
 - a. Time team timeouts on stopwatch (officials may keep time on field)
 - b. Blow horn at 1 minute 45 seconds and again at 2 minute mark
- 6) Sound horn
 - a. To indicate end of half and game
 - b. Substitution after goals
 - c. Clock malfunction
 - d. Notify of illegal sub (when there is a stoppage of play)
 - e. Notify of 10 goal differential (during stoppage of play after goal)
- 7) Notify official of 2 min remaining and last 30 seconds of each half

Varsity: 25-min. halves. Stop clock after goals. Half-time: up to 10 min. Break ties.

JV/Var.+ : 25-min. halves. Running clock after goals. Half-time: 5 min. No Overtime.